

## Until the Bitter End Fallschirmjäger Scenarios

Ver1.0

This PDF describes the various scenarios for the Fallschirmjäger expansion, the scenario overview, Infantry Counters used plus any specific rules.

There are separate Scenarios for the two player and Solitaire games.

Please note that some of these Scenarios include reinforcements or special rules that are specific to the Scenario.

### Playing the Two Player Until the Bitter End Scenarios using the Fallschirmjäger Infantry Counters

As well as the following special scenarios focusing on the Fallschirmjägers in the game you can also play any of the scenarios from the Scenario Descriptions PDF as part of the base game of Until the Bitter End. These scenarios include the Firefight, Dig-In, Forwards and Surrounded scenarios.

To play these scenarios replace the German Infantry Counters with the Fallschirmjäger Counters. Please note the the Fallschirmjäger counters do not have a MG42 so no Loader is required.

### Solitaire Fallschirmjäger Scenarios

As well as the special Solitaire scenarios in this PDF you can also play the Solitaire from the Scenarios Descriptions PDF from the base game of Until the Bitter End, playing as the Fallschirmjäger. These scenarios include the Firefight, Dig-In, Forwards and Surrounded scenarios.

To play these scenarios you will be playing as the Fallschirmjäger. Simply replace the British Airborne Counters from the scenario descriptions and replace them with the Fallschirmjäger Counters. You will also need to replace the German Infantry counters and replace them with either the British Infantry Counters (from the British Infantry Expansion) or the British Airborne Infantry Counters.

## Two Player Fallschirmjäger Scenario 1 - Rescue

This Scenario places the Fallschirmjäger attempting to rescue two fallen comrades.

**Allied Forces** - British Airborne Counters 1 through to and including 4.

**German Forces** - German Fallschirmjäger Counters 1 through to and including 5.

**Pull Chits** - Place 4 Allied and 5 German Pull Chits mixed up and put in a cup (to represent the 9 Infantry Counters used in this scenario.

**Map** - Map 1

### Set Up Positions

Allied Forces -

British Airborne Counter 1 - hex M1  
British Airborne Counter 2 - hex O1  
British Airborne Counter 3 - hex K1  
British Airborne Counter 4 - hex Q1

German Forces -

Fallschirmjäger Counter 1 - hex E6  
Fallschirmjäger Counter 2 - hex F6  
Fallschirmjäger Counter 3 - hex M8  
Fallschirmjäger Counter 4 - hex I8  
Fallschirmjäger Counter 5 - hex R8

### Bravery Point Pool

Allied Forces - 2 points

German Forces - 2 points

### Victory Conditions

Allies - eliminate all German Fallschirmjäger Counters.

German - Remove both Wounded Counters from the two wounded Fallschirmjägers and eliminate two Allied Infantry Counters.

**Special Rules** - Place a Wounded and a Heads Down counter on Fallschirmjäger 1 and Fallschirmjäger 2.

**Reinforcements** - none

## **Two Player Fallschirmjäger Scenario 2 - Eliminate**

This Scenario places the Fallschirmjäger attempting to eliminate a key British Office target.

**Allied Forces** - British Airborne Counters 1 through to and including 10.

**German Forces** - German Fallschirmjäger Counters 1 through to and including 10.

**Pull Chits** - Place 10 Allied and 10 German Pull Chits mixed up and put in a cup (to represent the 20 Infantry Counters used in this scenario).

**Map** - Map 1

### **Set Up Positions**

Players take it in turns to place one Infantry Counter in their chosen set up positions.

Allied Forces -

Any hexes within columns A through to and including S and rows 1 through to and including 2.

German Forces -

Any hexes within columns A through to and including S and rows 10 through to and including 11.

### **Bravery Point Pool**

Allied Forces - 4 points

German Forces - 4 points

### **Victory Conditions**

Allies - Prevent elimination of the target officer by the end of the game.

German - Eliminated the target officer. The target officer is British Airborne Counter 3.

### **Special Rules** -

British Airborne Counter 3 starts with a Heads Down counter.

**Reinforcements** - none

## **Two Player Fallschirmjäger Scenario 3 - Protect the Flank**

This Scenario places the Fallschirmjäger fearlessly holding their positions defending against waves of British troops.

**Allied Forces** - British Infantry Counters (from the British Infantry Expansion) 1 through to and including 10, plus British Airborne Counters 1 through to 8.

**German Forces** - German Fallschirmjäger Counters 1 through to and including 10.

**Pull Chits** - For the first Turn place 6 Allied and 10 German Pull Chits mixed up and put in a cup (to represent the 16 starting Infantry Counters used in this scenario).

**Map** - Map 1

### **Set Up Positions**

Players take it in turns to place one Infantry Counter in their chosen set up positions.

Allied Forces -

British Infantry Counters 1 through to and including 6 - any hexes within columns L through to and including S.

German Forces -

Any hexes within columns F.

### **Bravery Point Pool**

Allied Forces - 2 points

German Forces - 6 points

### **Victory Conditions**

Allies - Eliminate 8 Fallschirmjäger Counters

German - Survive all 6 turns without losing to the Allies!

**Special Rules** - none

### **Reinforcements** -

Turn 2 - Add 4 more Allied Pull Chits to the cup and the Allied player can bring British Infantry Counters 7 through to and including 10 onto the board in any hex in column S.

Turn 3 - Add 4 more Allied Pull Chits to the cup and the Allied player can bring British Airborne Counters 1 through to and including 4 onto the board in any hex in column S.

Turn 4 - Add 4 more Allied Pull Chits to the cup and the Allied player can bring British Airborne Counters 5 through to and including 8 onto the board in any hex in column S.

## **Solitaire Fallschirmjäger Scenario 1 - Rescue**

This Scenario places the Fallschirmjäger attempting to rescue two fallen comrades.

**Allied Forces** - British Airborne Counters 1 through to and including 4.

**German Forces** - German Fallschirmjäger Counters 1 through to and including 5.

**Pulls Chits** - Place 4 Allied and 5 German Pull Chits mixed up and put in a cup (to represent the 9 Infantry Counters used in this scenario).

**Map** - Map 1

### **Set Up Positions**

Allied Forces -

British Airborne Counter 1 - hex E2  
British Airborne Counter 2 - hex F2  
British Airborne Counter 3 - hex K1  
British Airborne Counter 4 - hex J2

German Forces -

Fallschirmjäger Counter 1 - hex R9  
Fallschirmjäger Counter 2 - hex R8  
Fallschirmjäger Counter 3 - hex R7  
Fallschirmjäger Counter 4 - hex R6  
Fallschirmjäger Counter 5 - hex R5

### **Victory Conditions**

German - Remove both Wounded Counters from the two wounded Fallschirmjägers and eliminate two Allied Infantry Counters.

Allies - eliminate all German Fallschirmjäger Counters.

**Special Rules** - Place a Wounded and a Heads Down counter on Fallschirmjäger 1 and Fallschirmjäger 2.

The British Airborne AI Infantry Counter 1 and Infantry Counter 2 will prioritise eliminating the two wounded Fallschirmjäger counters as a priority.

**Reinforcements** - none

## **Solitaire Fallschirmjäger Scenario 2 - Eliminate**

This Scenario places the Fallschirmjäger attempting to eliminate a key British Office target.

**Allied Forces** - British Airborne Counters 1 through to and including 10.

**German Forces** - German Fallschirmjäger Counters 1 through to and including 10.

**Pull Chits** - Place 10 Allied and 10 German Pull Chits mixed up and put in a cup (to represent the 20 Infantry Counters used in this scenario).

**Map** - Map 1

### **Set Up Positions**

Allied Forces -

British Airborne Counter 1 - hex B4  
British Airborne Counter 2 - hex D4  
British Airborne Counter 3 - hex E2  
British Airborne Counter 4 - hex F2  
British Airborne Counter 5 - hex G4  
British Airborne Counter 6 - hex J4  
British Airborne Counter 7 - hex K3  
British Airborne Counter 8 - hex L3  
British Airborne Counter 9 - hex M4  
British Airborne Counter 10 - hex P3

German Forces -

Any hexes within columns A through to and including S and rows 10 through to and including 11.

Fallschirmjäger Counter 1 - hex B8  
Fallschirmjäger Counter 2 - hex C7  
Fallschirmjäger Counter 3 - hex E8  
Fallschirmjäger Counter 4 - hex F8  
Fallschirmjäger Counter 5 - hex I8  
Fallschirmjäger Counter 6 - hex K8  
Fallschirmjäger Counter 7 - hex L7  
Fallschirmjäger Counter 8 - hex L3  
Fallschirmjäger Counter 9 - hex P7  
Fallschirmjäger Counter 10 - hex Q8

### **Victory Conditions**

Allies - Prevent elimination of the target officer by the end of the game.

German - Eliminated the target officer. The target officer is British Airborne Counter 3.

### **Special Rules** -

British Airborne Counter 3 starts with a Heads Down counter. This counter will NOT move towards the enemy. British Airborne Infantry Counters 2 will and 4 will not move away from British Airborne Infantry Counter 3

**Reinforcements** - none

## **Solitaire Fallschirmjäger Scenario 3 - Protect the Flank**

This Scenario places the Fallschirmjäger fearlessly holding their positions defending against waves of British troops.

**Allied Forces** - British Infantry Counters (from the British Infantry Expansion) 1 through to and including 10, plus British Airborne Counters 1 through to 8.

**German Forces** - German Fallschirmjäger Counters 1 through to and including 10.

**Pull Chits** - For the first Turn place 6 Allied and 10 German Pull Chits mixed up and put in a cup (to represent the 16 starting Infantry Counters used in this scenario.

**Map** - Map 1

### **Set Up Positions**

Players take it in turns to place one Infantry Counter in their chosen set up positions.

Allied Forces -

British Infantry Counter 1 - hex L2  
British Infantry Counter 2 - hex L4  
British Infantry Counter 3 - hex L6  
British Infantry Counter 4 - hex L7  
British Infantry Counter 5 - hex L8  
British Infantry Counter 6 - hex L9

German Forces -

Fallschirmjäger Counter 1 - hex F2  
Fallschirmjäger Counter 2 - hex F3  
Fallschirmjäger Counter 3 - hex F4  
Fallschirmjäger Counter 4 - hex G4  
Fallschirmjäger Counter 5 - hex F5  
Fallschirmjäger Counter 6 - hex G6  
Fallschirmjäger Counter 7 - hex F6  
Fallschirmjäger Counter 8 - hex F7  
Fallschirmjäger Counter 9 - hex F8  
Fallschirmjäger Counter 10 - hex F9

### **Victory Conditions**

Allies - Eliminate 8 Fallschirmjäger Counters

German - Survive all 6 turns without losing to the Allies!

**Special Rules** - none

### **Reinforcements -**

Turn 2 - Add 4 more Allied Pull Chits to the cup and the Allied AI will setup (at the very start of the Turn 2).

British Infantry Counter 7 - hex S4  
British Infantry Counter 8 - hex S6  
British Infantry Counter 9 - hex S7  
British Infantry Counter 10 - hex S8

Turn 3 - Add 4 more Allied Pull Chits to the cup and the Allied AI will setup (at the very start of the Turn 3).

British Airborne Counter 1 - hex S3  
British Airborne Counter 2 - hex S5  
British Airborne Counter 3 - hex S9  
British Airborne Counter 4 - hex S10

Turn 4 - Add 4 more Allied Pull Chits to the cup and the Allied AI will setup (at the very start of the Turn 4).

British Airborne Counter 1 - hex S1  
British Airborne Counter 2 - hex S2  
British Airborne Counter 3 - hex R1  
British Airborne Counter 4 - hex R11